WHAT IS CLAIMED IS:

1. A game device comprising:

    virtual start time deciding means for deciding virtual start times for a plurality of matches;

    related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means;

    related match simulation means for simulating the one or more related matches;

    event storage means for storing event time and event content for prescribed types of events occurring in the one or more related matches;

    main match execution means for executing the main match;

    event time arrival monitoring means for monitoring for arrival of the event time stored by the event storage means during execution of the main match; and

    event content output means for outputting event content corresponding to the event time when it is determined by the event time arrival monitoring means that the event time has arrived during execution of the main match.

2. The game device of claim 1, wherein

    the event storage means stores replay data for reproducing

and displaying prescribed types of events occurring in the one or more related matches as the event content; and

the event content output means reproduces and displays prescribed types of events occurring in the one or more related

5   matches based on the replay data.

3. An information storage medium for storing a program enabling a computer to function as:

virtual start time deciding means for deciding virtual start

10   times for a plurality of matches;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same time as a main match a player's team is taking part in as one or more matches related to the main match based on virtual

15   start times for each match decided by the virtual start time deciding means;

related match simulation means for simulating the one or more;

event storage means for storing event time and event content for prescribed types of events occurring in the one or more;

20   main match execution means for executing the main match;

event time arrival monitoring means for monitoring for arrival of the event time stored by the event storage means during execution of the main match; and

event content output means for outputting event content

25   corresponding to the event time when it is determined by the event time arrival monitoring means that the event time has arrived during execution of the main match.

4. A program distribution device for reading and distributing a program, comprising an information storage medium for storing the program enabling a computer to function as:

5   virtual start time deciding means for deciding virtual start times for a plurality of matches;

related match selection means for selecting at least one match, from the plurality of matches, taking place at least partially at the same time as a main match a player's team is taking part in

10   as one or more matches related to the main match based on virtual start times for each match decided by the virtual start time deciding means;

related match simulation means for simulating the one or more;

event storage means for storing event time and event content

15   for prescribed types of events occurring in the one or more;

main match execution means for executing the main match;

event time arrival monitoring means for monitoring for arrival of the event time stored by the event storage means during execution of the main match; and

20   event content output means for outputting event content corresponding to the event time when it is determined by the event time arrival monitoring means that the event time has arrived during execution of the main match.

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